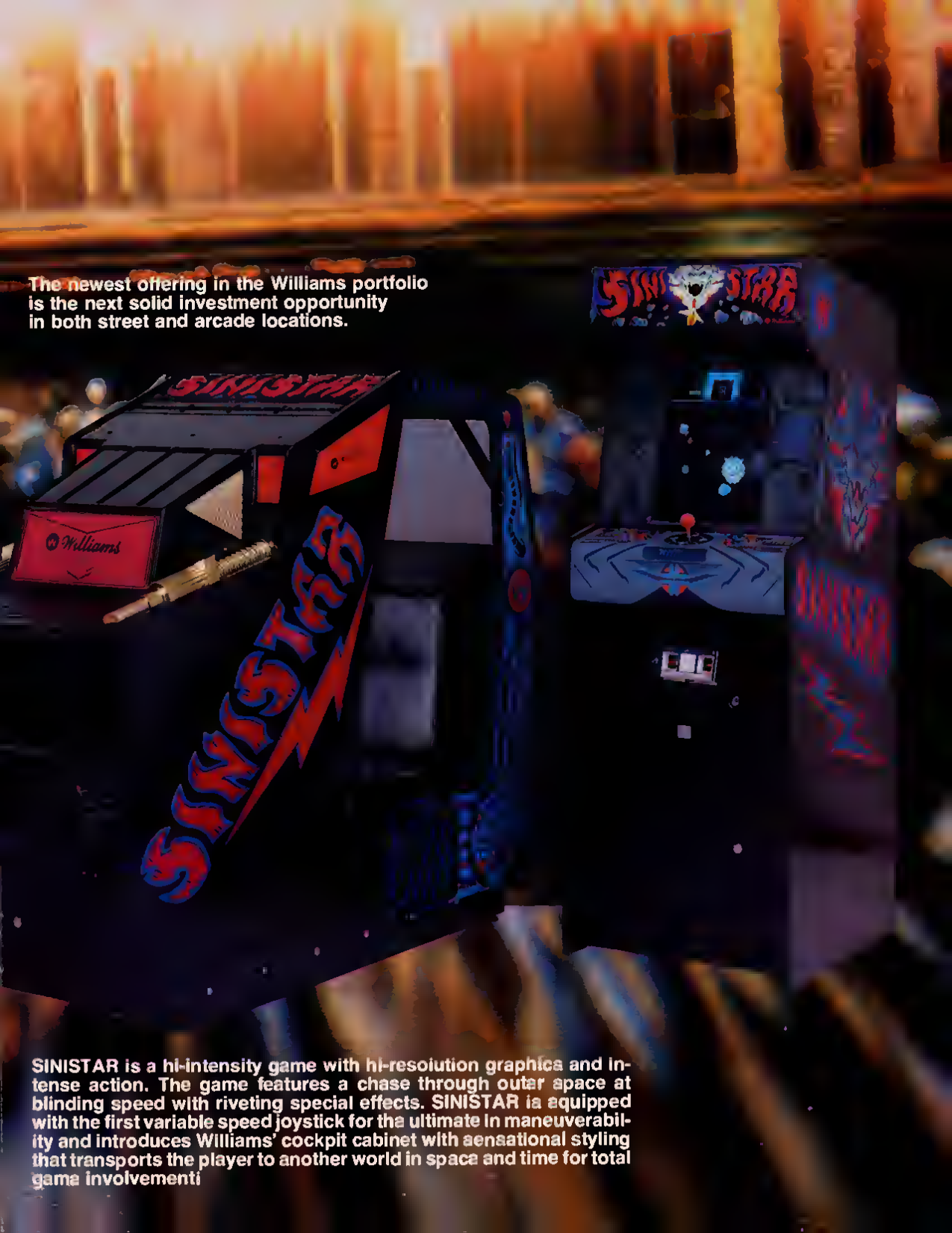
Williams®
Bullish on the industry
. . . with a continuing portfolio of big-dividend games!

In 1981, Williams introduced DEFENDER, our first offering in the video game category. DEFENDER not only took our industry by storm but, by the end of the year, it had captured the awards for the highest earning video game, best new technical improvement in a video game and best new play feature . . . as well as the hearts of players everywhere! It proved to be an auspicious beginning.

Then came STARGATE, MAKE TRAX, ROBOTRON: 2084 and MOON PATROL. These games established new generations of technology, sophistication, innovation and play. Proven winners all, they're still earning strong, still ranked on the charts, after months and months of operator acclaim and hot player action. And ROBOTRON: 2084 was recently awarded "action game of the year" by *Electronic* Games *Magazine.*

Today Williams is strengthening its leadership position with innovations like JOUST, our first dual player video game and first and only dual player cocktail table. With striking realism and lifelike animation, it's cooperation and competition for dual player thrills and earnings. JOUST is another Williams' game whose long-term profit potential is assured.

The newest offering in the Williams portfolio is the next solid investment opportunity in both street and arcade locations.




SINISTAR is a hi-intensity game with hi-resolution graphics and intense action. The game features a chase through outer space at blinding speed with riveting special effects. SINISTAR is equipped with the first variable speed joystick for the ultimate in maneuverability and introduces Williams' cockpit cabinet with sensational styling that transports the player to another world in space and time for total game involvement!

The Williams portfolio.
Profitable, reliable, bullish on the industry.
Williams
ELECTRONICS, INC.